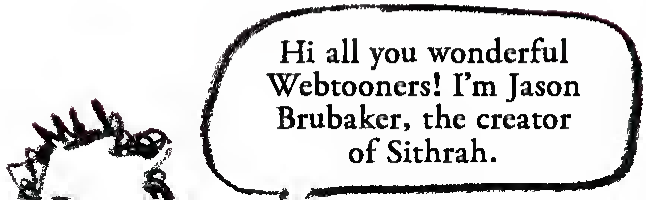
Sithrah

Q & A #3


Hi all you wonderful Webtooners! I'm Jason Brubaker, the creator of Sithrah.

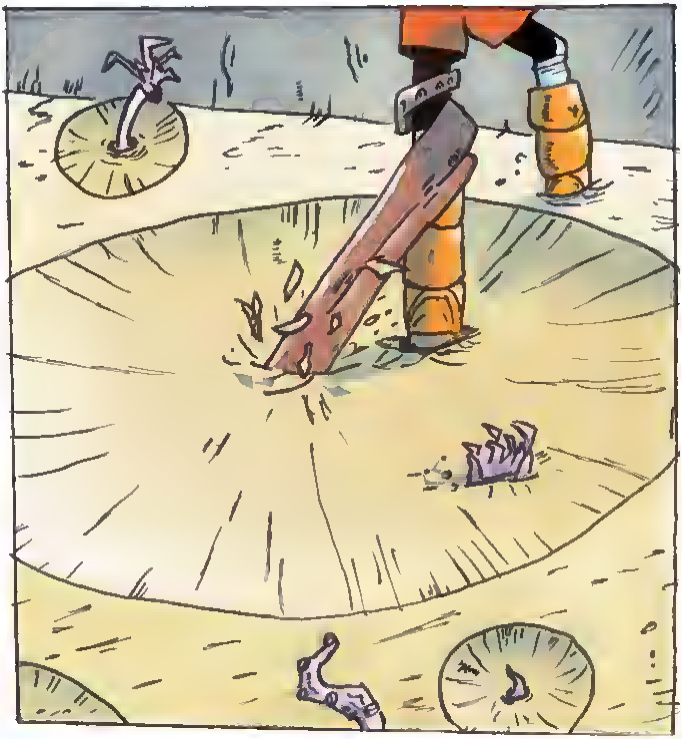
You have just finished reading book 4 of Sithrah and so it's time for a break to answer some questions again and look at some new fan art!

To start things off here is a great piece of fan art by

Juan Salvatore!

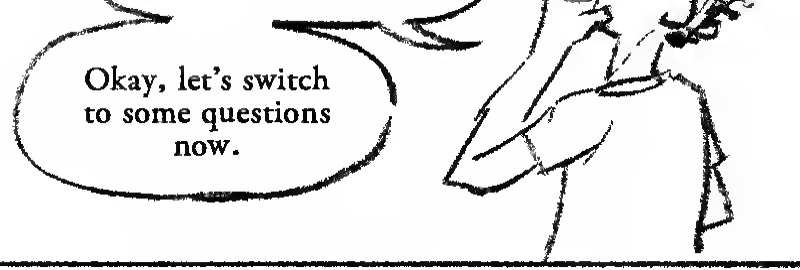
Juan also plays music. Look him up on YouTube. :)

Here is another one by
Jesse Jenkins!



Here's one by Fuzzy Flanagan.

Wow, that looks like a movie poster! Amazing work!

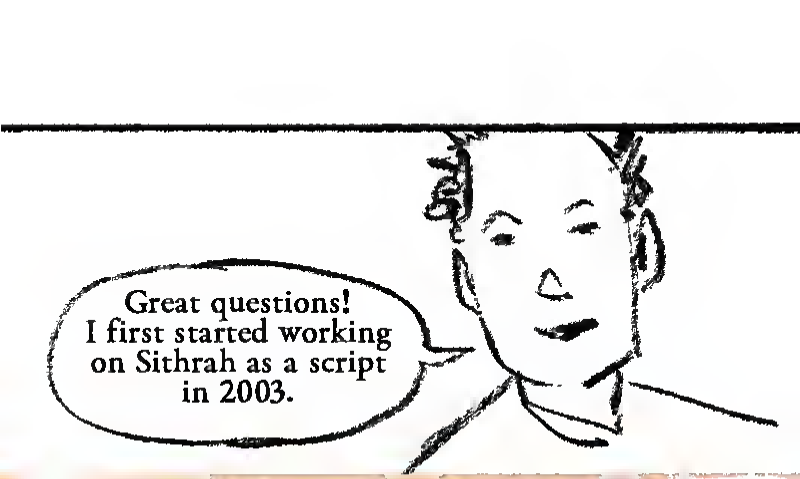


clobear01 asks:

What motivated you to start this comic?

AnonMouz asks:

How long have you been working on this story? (from conception to today)



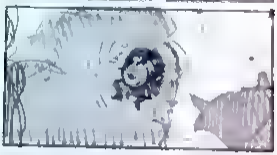
VERSION 2

Nirvana

Chapter 1

Fade in to an overhead shot of a sandy yellowish area as we slowly pull away the frame is soaked with a bucket full of water. We hear a little girl giggling from off screen as we cut to a low wide angle looking up at her. A wide-eyed 7 year old girl with brown long hair pulled back into a ponytail looks with fascination at the wet spot she created. Her Cat/dog sitting next to her sniffs with similar fascination. She slowly sets down her bucket off to the side, eyes still locked on the sand not to miss what might happen. Her eyes slowly get wider as she obviously sees something happening.

We cut to the wet sand again but this time we see some movement. Something is trying to break through the surface. The little girls shadow moves into frame as she tries to get a closer look at what's rising to the surface. Out from the sand breaks a small bug like creature shaped unlike anything we've seen. It thrusts it's way above the surface shaking off the wet sand stuck to it's body. It's obvious that the little creature is uncomfortable in the newly wet sand.



"Woooow", says the little girl all wide eyed. She reaches in closer to try and touch it. Just then her dad's voice rings out.

"Vonna! Do you have everything packed and ready?"

"Just a second Dad! I found a cool Weebie™", she yells over her shoulder, hand still outstretched. As she turns back to the creature, SNAP, it's pincher look

p1

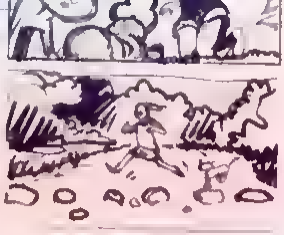
p2

312 (center S

pointing finger. She screams and pulls her hand away flinging the weeble into the air. Not sure where it went she jumps up screaming and running. The weeble spinning in mid air finally lands into some dry sand where it disappears beneath.

P3

Voana runs screaming with arms flailing followed closely by her pet. Down an old pathway past some old stone carved ruins, jumping across stones in a small creek, and into a shady clearing to her dad who is packing some camping equipment



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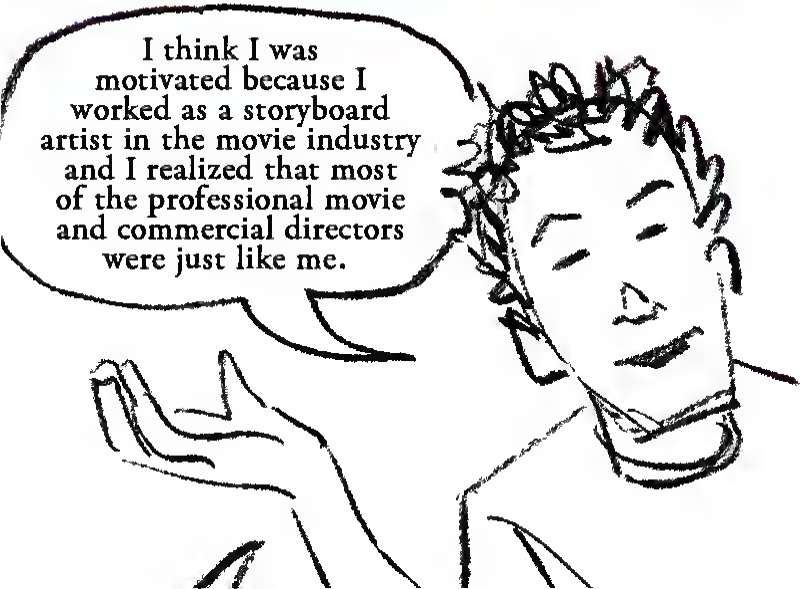
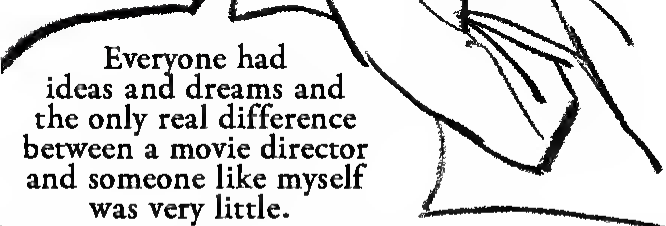

I think I was motivated because I worked as a storyboard artist in the movie industry and I realized that most of the professional movie and commercial directors were just like me.



Everyone had ideas and dreams and the only real difference between a movie director and someone like myself was very little.

Many of the directors I worked with seemed to be clueless as to how to tell a story. I was shocked with how much they relied on other people (like myself) to help them figure it out.

And so this showed me that anyone could direct a commercial or movie if they just started working on one. And just like the professionals, I would figure it out as I went and learn from others along the way.

So I spent about a month writing the first draft of Sithrah (which was called Nirvana at the time).

I wasn't sure if it should be an animation, a live action movie, or a comic book. I just knew I wanted to tell my own stories somehow.

I also knew that the only way my story would ever have a chance is if I actually started working on it.

So I guess, my main motivation was that I wanted to finally tell my own stories just like I saw all my director friends doing.

Natalie Nat asks:

Did you read anything that inspired any aspect of this comic ?

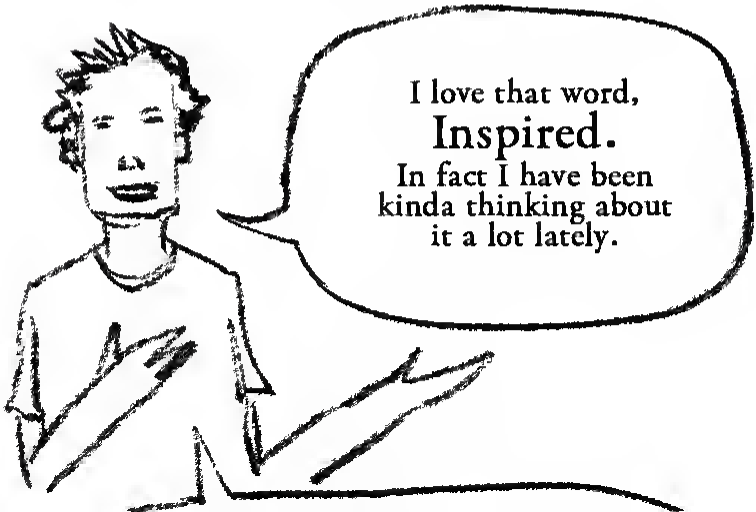
(Ex. mythology or stories)

AnonMouz asks:

Where did you get the inspiration for your characters?

Queensilian asks:
What inspired you for this story that we would least expect?

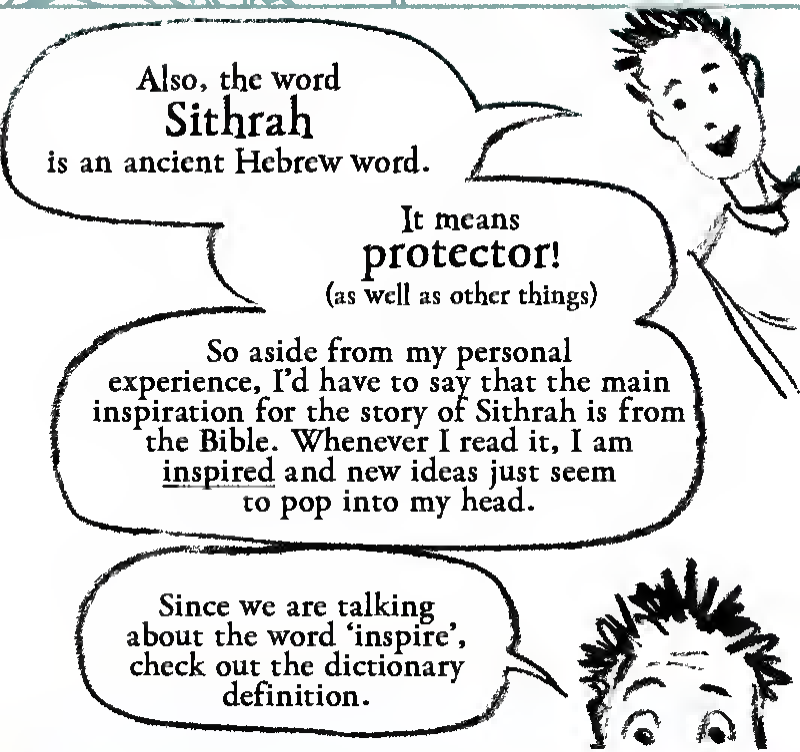
Marte asks:
What inspired you to make webtoons?



But to answer these questions. I'd have to say that the main inspiration for Sithrah has come from reading the 2000-3000 year old book - the Christian Bible.

In fact, the very first episode of this whole story quotes Hebrews 11:1 where it says:

is the substance of things hoped for, the evidence of things not seen.


Also, the word
Sithrah
is an ancient Hebrew word.
It means
protector!
(as well as other things)
So aside from my personal experience, I'd have to say that the main inspiration for the story of Sithrah is from the Bible. Whenever I read it, I am inspired and new ideas just seem to pop into my head.
Since we are talking about the word 'inspire', check out the dictionary definition.

Definition of INSPIRE

transitive verb

1 **a** : to influence, move, or guide by divine or supernatural inspiration

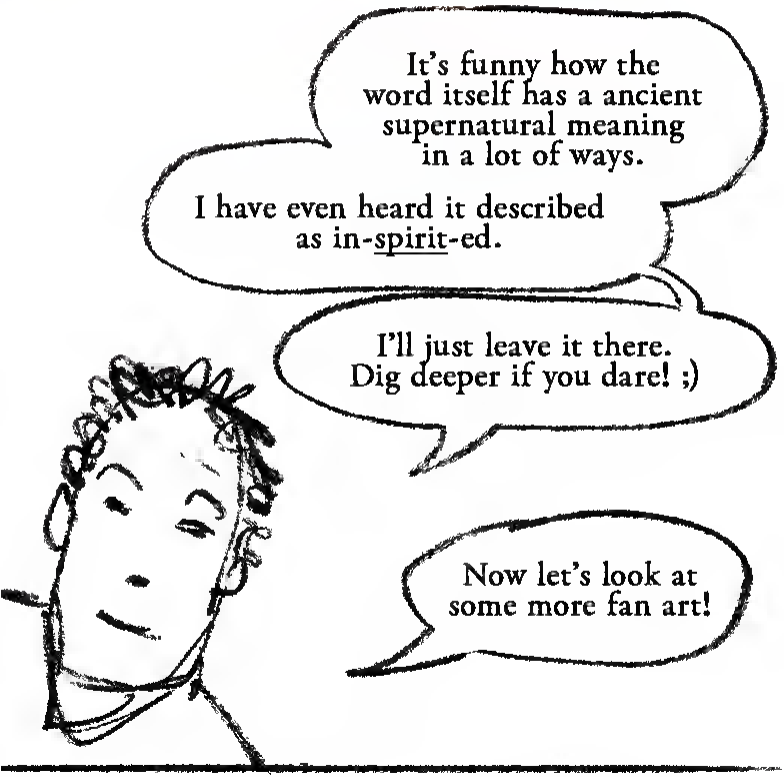
b : to exert an animating, enlivening, or exalting influence on
- was particularly *inspired* by the Romanticists

2 **a** *archaic* : to breathe or blow into or upon

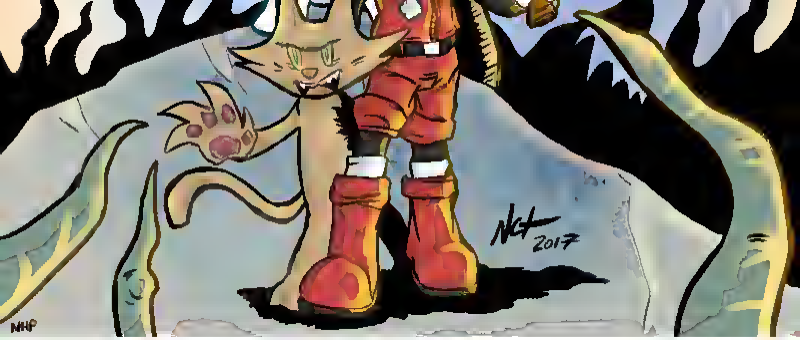
b *archaic* : to infuse (as life) by breathing

3 **a :** to communicate to an agent supernaturally

b : to draw forth or bring out • thoughts *inspired* by a visit to the cathedral


It's funny how the word itself has a ancient supernatural meaning in a lot of ways.
I have even heard it described as in-spirit-ed.
I'll just leave it there. Dig deeper if you dare! ;)
Now let's look at some more fan art!

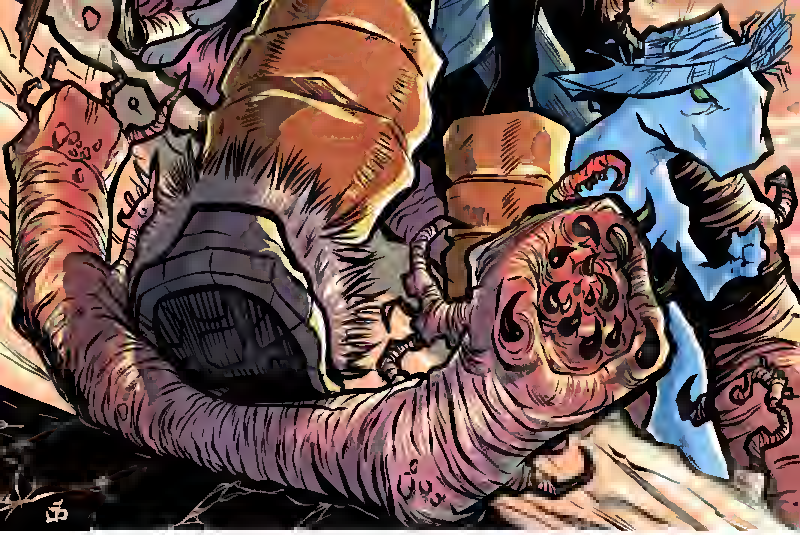
Art by Nathan Turner



Art by John Huckbody

Art by Tyler Hallstrom

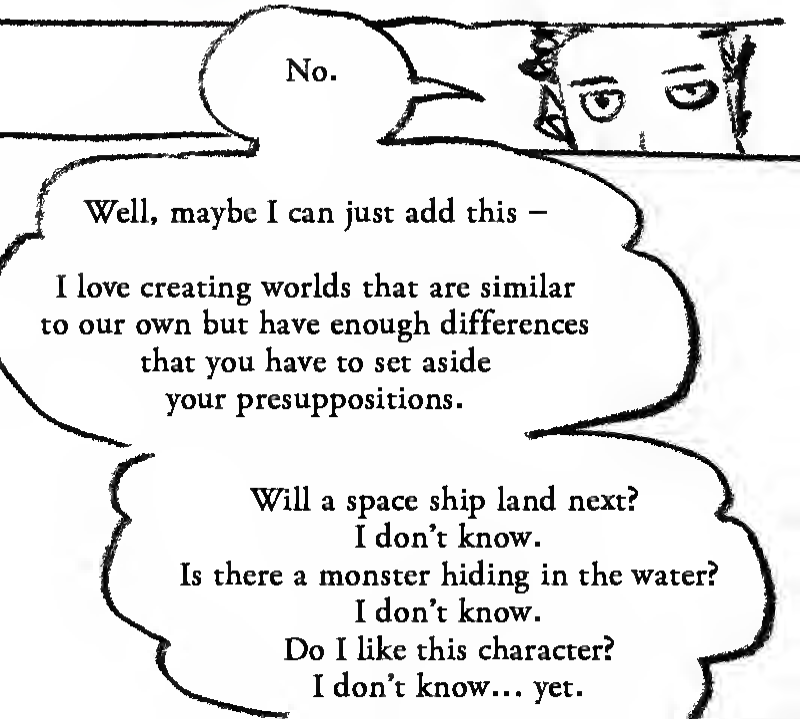
Art by Jim O'Riley



I love all this fan art!
You guys are amazingly
talented. :)

Kellfo asks:

Can you tell us more about the universe of the story?


No.
Well, maybe I can just add this –
I love creating worlds that are similar to our own but have enough differences that you have to set aside your presuppositions.
Will a space ship land next?
I don't know.
Is there a monster hiding in the water?
I don't know.
Do I like this character?
I don't know... yet.

See how that works?

Bird's I VU asks:

How do you decide which direction the story goes?

Are you the type that goes with the flow or is there a guide you follow for yourself?

Mr Falafel asks:

How do you write your stories?

There is a neat interview with George R.R. Martin, (the guy who wrote the Game of Thrones novels) where he describes two approaches to writing.

People write like an ARCHITECT or a GARDENER.

The architect has it all planned out perfectly and knows exactly how every detail is to align. It's blueprinted to perfection.

The gardener has a general idea of what he wants his garden to look like and knows what seeds he planted but a lot of it depends on the wind and weather and other things that happen.

G.R.R. Martin

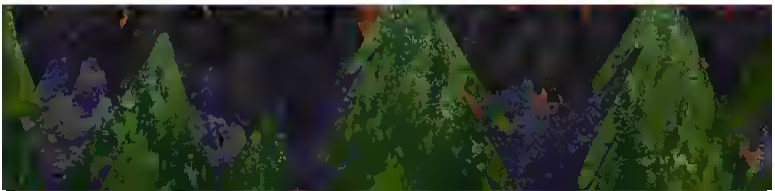
I'd say I am more like the gardener. I know the general direction I want the story to go and I know the characters. But I don't know all the details that will happen on each page.

It keeps it fun for me as an artist and writer too.

Okay, let's look at some more fan art!

Art by Stiv Vekic

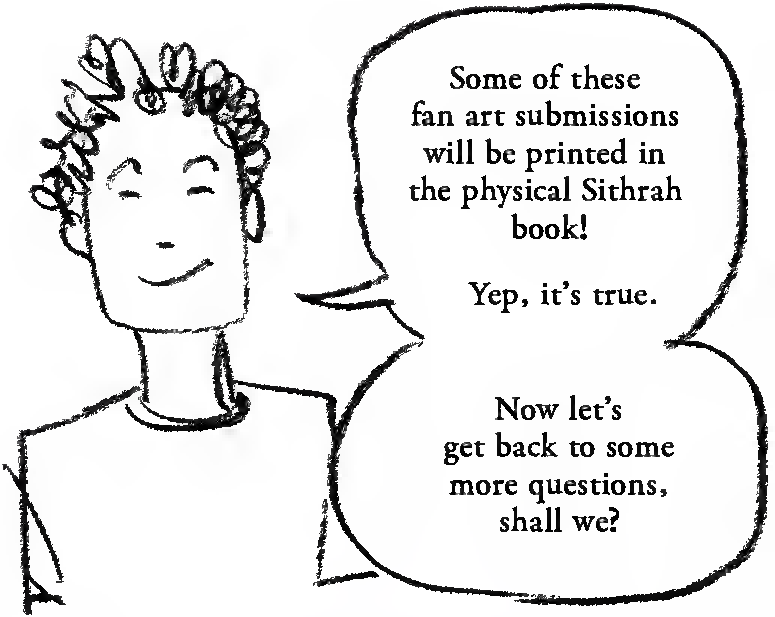
Art by Gary Brantner



Art by Hannah Buch

Art by Anthony-Gonzales Clark

Art by Kevin Blanchard


Some of these fan art submissions will be printed in the physical Sithrah book!
Yep, it's true.
Now let's get back to some more questions, shall we?

Tsarevna Sophia Alekseyevna asks:

Why did you make your main character a girl and not a boy?

Easy, because I like to draw girls more than boys.

taylor.hoffman asks:

Where did you get the names for your characters?

The names of characters are always the hardest for me to figure out.

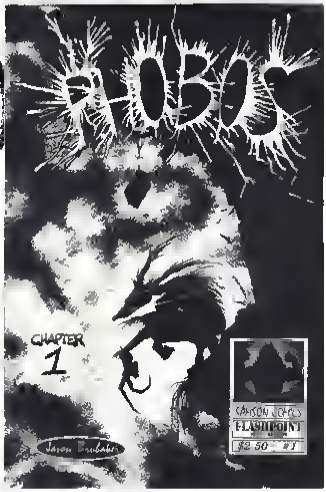
I tend to lean towards names that don't seem like they should be a name.

ButterChez asks:

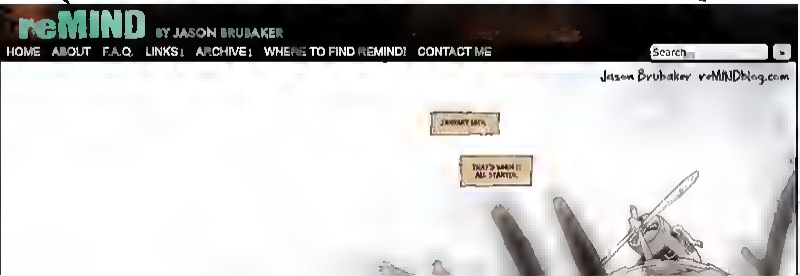
When did you become a comic artist?

Believe it or not, I got my first comic published in 1994 called Phobos.

But I didn't draw comics for a long time after that.



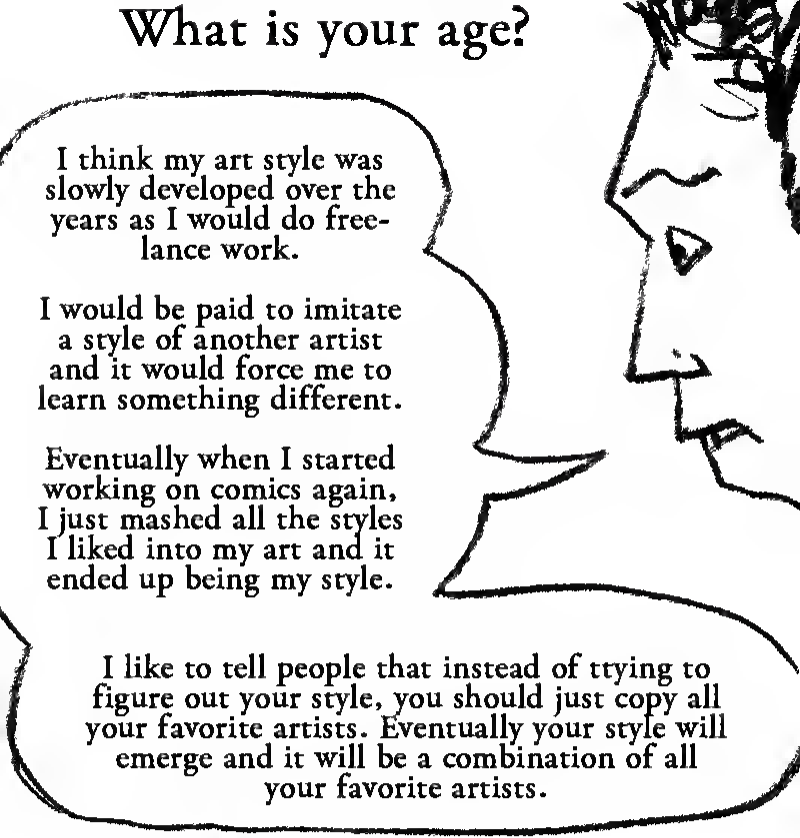
Then in 2009, I published the first pages of reMIND online at reMINDblog.com



novasitoray asks:

How long did it take to find your unique art style?

What is your age?


I think my art style was slowly developed over the years as I would do free-lance work.
I would be paid to imitate a style of another artist and it would force me to learn something different.
Eventually when I started working on comics again, I just mashed all the styles I liked into my art and it ended up being my style.
I like to tell people that instead of ttying to figure out your style, you should just copy all your favorite artists. Eventually your style will emerge and it will be a combination of all your favorite artists.
As for my age, I'll just take a picture of myself and let you guess.

Let's get back to some more fan art!

Art by John Davies

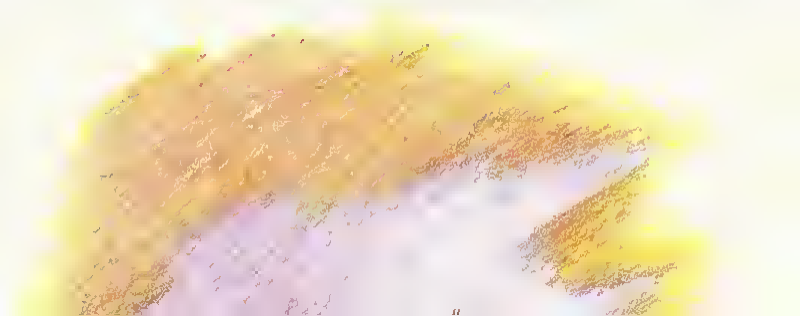
DMEES
17

Art by Omar Harrison

Art by Wendy Caston

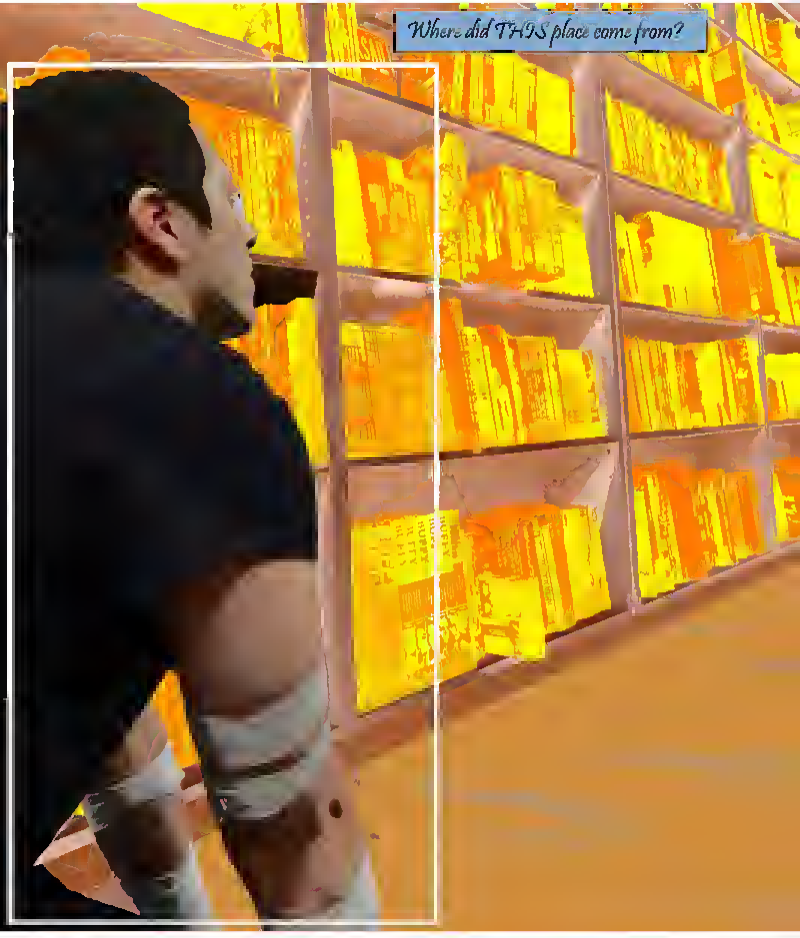
Art by Suzy SquidInk

Art by Luke Weaver



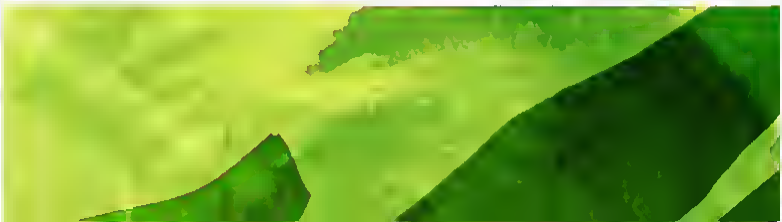
LUKE
2017

Art by Shanyese Trujillo



Art by Manga Samte

Art by Nathan Van der Stoep



Art by Robin Karlsson

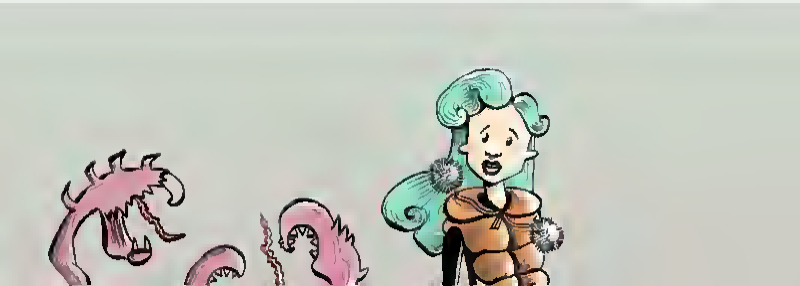
Art by Wolly McNair

Art by Laurence Dionne

Art by Mike Pouch

Art by Brandon Richardson

Art by Ismini Sigala



Art by Juliet

4lbatross asked:

How long were you working on the story of Sithrah before you published the first episode?

I worked on the art for about 2 months before I posted the first update on my website.

Rosie and Storm asked:

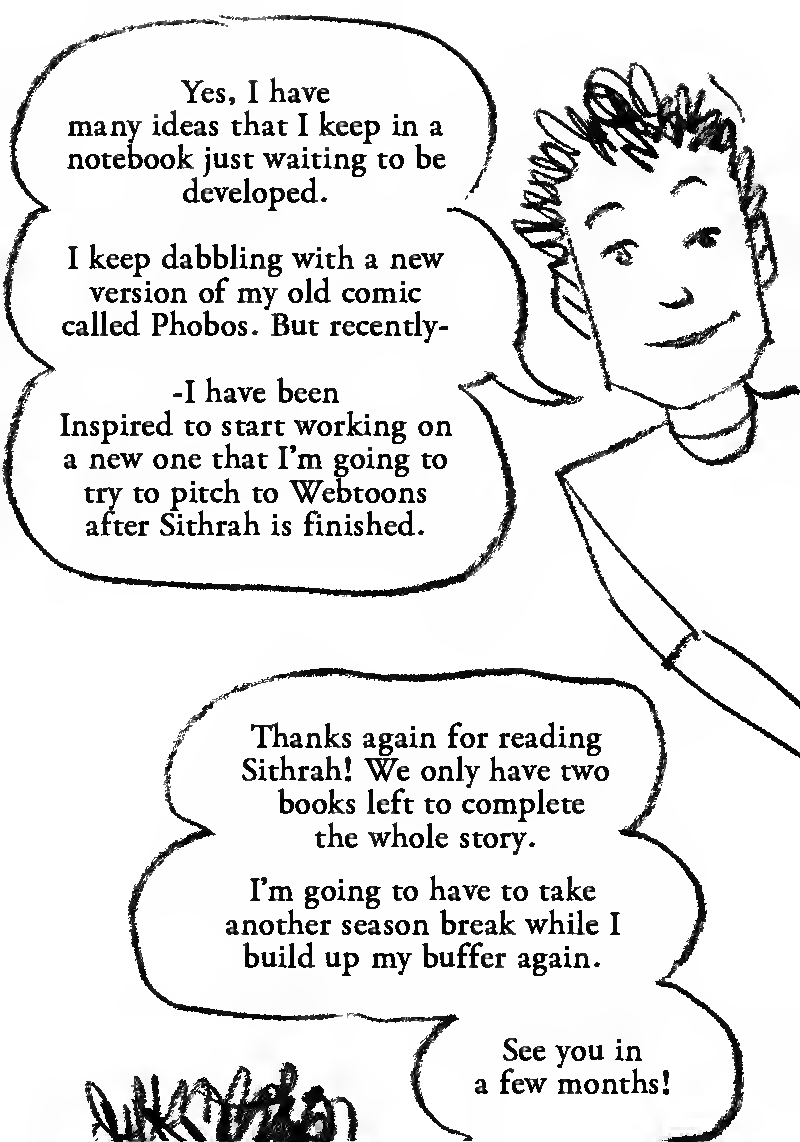
Did this webcomic turn out as popular as you planned it to be?

Actually, I don't really even know how big the audience for Sithrah is yet. I'm kinda afraid to see what the actual numbers are of people who read it weekly.

I'm just glad it's featured on Webtoons. :)

qqrobyn asked:

Besides Sithrah, are you working on anything else??


Yes, I have many ideas that I keep in a notebook just waiting to be developed.
I keep dabbling with a new version of my old comic called Phobos. But recently-
-I have been Inspired to start working on a new one that I'm going to try to pitch to Webtoons after Sithrah is finished.
Thanks again for reading Sithrah! We only have two books left to complete the whole story.
I'm going to have to take another season break while I build up my buffer again.
See you in a few months!

Be notified when Sithrah starts again

by subscribing